

**AMENDMENTS TO THE CLAIMS**

**Please amend claims 1-8, 11, 12, 14, 16-17 and 20, as set forth in the following listing of claims, which will replace all prior versions, and listings, of claims in the present application.**

**Listing of Claims**

1. (Currently Amended) In an electronic device that provides an on-line educational course, a method comprising:

providing an interactive match game applet within a web page forming part of the on-line educational course, wherein said applet generates a graphical user interface displaying a set of images and a set of descriptions and allows a ~~user~~ student of the on-line educational course to connect a first image and a first description that the ~~user~~ student believes to correspond to the first image; and

forwarding the applet from the electronic device to a remote client for testing the student.

2. (Currently Amended) The method of claim 1, wherein the applet renders a line between the first image and the corresponding description selected by the ~~user~~ student to display an association made by the ~~user~~ student.

3. (Currently Amended) The method of claim 2, wherein said applet provides feedback to the ~~user~~ student indicating the accuracy of the association made by the ~~user~~ student.

4. (Currently Amended) The method of claim 3, wherein said applet permits a predetermined number of attempts by the ~~user~~ student to match each image in the set of images with a corresponding description.

5. (Currently Amended) The method of claim 4, wherein said applet automatically displays a correct answer to the ~~user~~ student after the ~~user~~ student surpasses said predetermined number of attempts.

6. (Currently Amended) The method of claim 4, wherein said applet prevents the ~~user~~ student from interacting with the applet after said predetermined number of attempts.

7. (Currently Amended) In an electronic device that provides an on-line educational course, a method comprising:

receiving a request for a Web page forming part of the on-line educational course at the electronic device from a remote client; and

in response to said receiving step, sending a Web page containing a match game applet embedded therein to the remote client, wherein said applet generates a ~~WEB PAGE~~ web page including a set of images and a set of descriptions, wherein said Web page further includes instructions to a ~~user~~ student of the on-line educational course to match an image in the set of images with a corresponding description to test the student's knowledge.

8.. (Currently Amended) The method of claim 7, wherein said Web page comprises a page of ~~an~~ the on-line educational course.

9. (Original) The method of claim 7, wherein said Web page includes an applet tag instructing a browser to execute instructions for running the match game applet.

10. (Original) The method of claim 7, wherein the match game applet includes a definition file defining a correct answer to the question.

11. (Currently Amended) The method of claim 10, wherein said Web page includes source code, and said definition file is separate from the source code to prevent a ~~user~~ student from obtaining the correct answer by viewing the source code.

12. (Currently Amended) A computer-readable medium for use in an electronic device that provides an on-line educational course, comprising

instructions for running a match game applet within a web page forming part of the on-line educational course for displaying a set of images and a set of descriptions corresponding to the set of images, wherein a ~~user~~ student of the on-line educational course can match an image from the set of images with a corresponding description in the set of descriptions.

13. (Original) The computer-readable medium of claim 12, wherein the instructions are executable on a virtual machine.

14. (Currently Amended) The computer-readable medium of claim 12, wherein the instructions are stored on a server and downloaded to a local processor of the ~~user~~ student.

15. (Original) The computer-readable medium of claim 11, wherein the medium includes hypertext markup language (HTML) code to reference the applet.

16. (Currently Amended) The computer-readable medium of claim 15, further comprising a definition file indicating a correct answer for said question, said definition file being separate from the HTML code to prevent the ~~user~~ student from obtaining the correct answer by looking at the HTML code.

17. (Currently Amended) An electronic device for providing an on-line educational course comprising

a processor;

a display screen; and

a memory including a Web page forming part of the on-line educational course having an interactive match game applet embedded therein, wherein said processor executes said match game applet to generate a graphical user interface on said display screen, said graphical user interface displaying a set of images, a set of descriptions and instructions to a ~~user~~ student of the on-line educational course to match an image from the set of images with a corresponding description from the set of descriptions.

18. (Original) The electronic device of claim 17, further comprising a browser for locating and displaying said Web page.

19. (Original) The electronic device of claim 18, further comprising a network connection for connecting said electronic device to a computer network.

20. (Currently Amended) The electronic device of claim 17, further comprising input media to allow the ~~user~~ student to enter said answer.